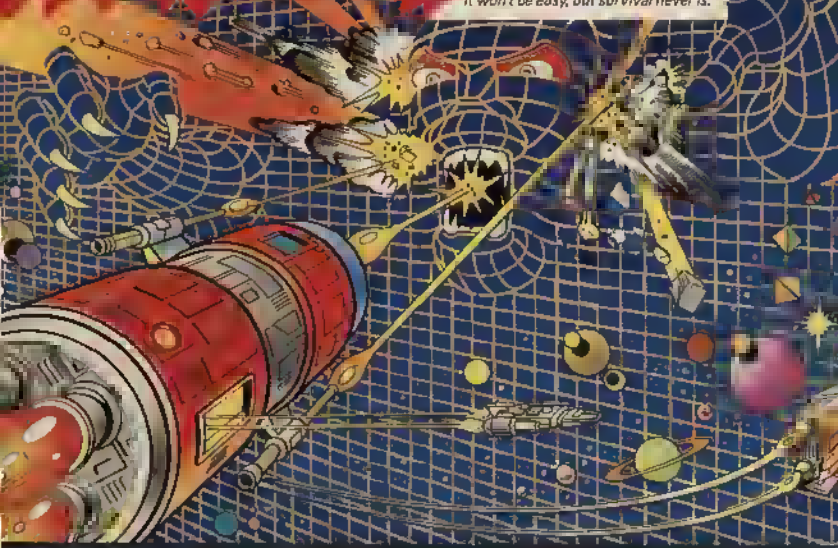


TANDY

SUDDENLY, SPACE IS A DEADLY PLACE...

ARKANOID

There's no turning back. No place to run—no place to hide. They've destroyed your planet and now they're coming after you. Their destruction is your only chance for survival. It won't be easy, but survival never is.



Arkanoid[®] Program
Copyright 1987 TAITO[®] America Corporation.
Licensed To Tandy Corporation.
All Rights Reserved.

All portions of this software are copyrighted and are the proprietary and trade secret information of Tandy Corporation and/or its licensor. Use, reproduction or publication of any portion of this material without the prior written authorization by Tandy Corporation is strictly prohibited.

Arkenoid Manual
Copyright 1989 Tandy Corporation.
All Rights Reserved.

Reproduction or use, without express written permission from Tandy Corporation and/or its licensor, of any portion of this manual is prohibited. While reasonable efforts have been taken in the preparation of this manual to assure its accuracy, Tandy Corporation and/or its licensor assumes no liability resulting from any error or omissions in this manual, or from the use of the information contained herein.

TAITO and ARKANOID are Registered Trademarks of TAITO America Corporation.

10987654321

TERMS AND CONDITIONS OF SALE AND LICENSE OF TANDY COMPUTER SOFTWARE PURCHASED AND LICENSED FROM RADIO SHACK COMPANY-OWNED COMPUTER CENTERS, RETAIL STORES AND RADIO SHACK FRANCHISEES OR DEALERS AT THEIR AUTHORIZED LOCATIONS

USA LIMITED WARRANTY

TANDY Software is licensed on an "AS IS" basis, without warranty. The original CUSTOMER'S exclusive remedy, in the event of a Software manufacturing defect, is its repair or replacement within thirty (30) calendar days of the date of the Radio Shack sales document received upon license of the Software. The defective Software shall be returned to a Radio Shack Computer Center, a Radio Shack retail store, a participating Radio Shack franchisee or a participating Radio Shack dealer along with the sales document.

EXCEPT AS PROVIDED HEREIN, RADIO SHACK MAKES NO EXPRESS WARRANTIES, AND ANY IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE IS LIMITED IN ITS DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES SET FORTH HEREIN.

Some states do not allow limitations on how long an implied warranty lasts, so the above limitation(s) may not apply to CUSTOMER.

RADIO SHACK SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED OR ALLEGED TO BE CAUSED DIRECTLY OR INDIRECTLY BY "SOFTWARE" LICENSED OR FURNISHED BY RADIO SHACK, INCLUDING, BUT NOT LIMITED TO, ANY INTERRUPTION OF SERVICE, LOSS OF BUSINESS OR ANTICIPATORY PROFITS OR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES.

Some states do not allow the limitation or exclusion of incidental or consequential damages, so the above limitation(s) or exclusion(s) may not apply to CUSTOMER.

SOFTWARE LICENSE

RADIO SHACK grants to CUSTOMER a non-exclusive, paid-up license to use the Tandy Software on one computer, subject to the following provisions:

- A. Except as otherwise provided in this Software License, applicable copyright laws shall apply to the Software.
- B. Title to the medium on which the Software is recorded is transferred to CUSTOMER, but not title to the Software.
- C. CUSTOMER shall not use, make, manufacture, or reproduce copies of Software except for use on one computer and as is specifically provided in this Software License. Customer is expressly prohibited from disassembling the Software.
- D. CUSTOMER is permitted to make additional copies of the Software **only** for backup or archival purposes or if additional copies are required in the operation of one computer with the Software, but only to the extent the Software allows a backup copy to be made.
- E. All copyright notices shall be retained on all copies of the Software.

The warranties granted herein give the **original** CUSTOMER specific legal rights, and the **original** CUSTOMER may have other rights which vary from state to state.



Arkanoïd is a one- or two-player game for the Color Computer 1 or Color Computer 2 with 64K of memory and a joystick, or for the Color Computer 3 with 128K or more memory and a joystick. A color TV monitor or RGB monitor can be used.

Selecting Monitor Type

(Color Computer 3 only)

After a few seconds, the computer will ask the type of monitor you are using. If you are using an Analog RGB monitor, answer yes by pressing the **Y** key; otherwise, press the **N** key for no.

Title Screen

The title screen displays the name of the games, copyright messages and credits. At this time the user may start a game by pressing the fire button of the right joystick. Pressing the **ENTER** key while the title screen is up will select the option menu.

After a few seconds, the game will show a short demonstration of one of the rounds. To end the demonstration early, press any key on the keyboard.

Game Player Options

It is likely that a player will not be able to clear all the rounds in one sitting, so you can select the starting round. You can select only rounds 1 to 20. Lots 21 and above must be earned.

The two controllers used by Arkanoid are the left and right joysticks. (A mouse can also be used.) The main button is used for starting the game, firing your lasers, and releasing the ball.

To select the options menu, press the **ENTER** key while the title screen is displayed. The up and down arrow keys are used to select the options to change. The left and right arrows are used to change the option. (The flashing word or number is the changeable option.)

Pressing the fire button (on player one's controller) will exit the player out of the title screen or options menu and start the game.

Controlling the Ball

The ball is a little like any other ball, in that it will bounce off walls and other solid objects. As the ball bounces it will start to increase in speed, so watch out!

To return the ball to the playing field, use the joystick to move the Vaus along the bottom of the screen until it bounces the ball back into the playing field. The ball's direction can change depending on what side of the Vaus is hit. For example, if the ball hits the right side of the Vaus, it will then bounce to the right.

Playing the Game

To start the ball on its way, press the main button of the joystick. If the button is not pushed, the ball will be released on its own in a few seconds.

Hitting the Bricks

The color and silver bricks must be removed from a playing field before you move on to the next level. Each color brick has an ever-increasing point value. (See Scoring Table.)

The silver bricks (solid white on the Color Computer 1 or Color Computer 2 version) are the highest point value but must be hit two or more times to be destroyed.

The gold bricks (solid color on the Color Computer 1 or Color Computer 2) cannot be destroyed.

Some reinforcement items are hidden inside a brick. Not only are they worth points but they can also do different things. This is what they can do:

- (S) Slow down the ball
- (C) Let the Vaus catch a ball
- (E) Extend the size of Vaus
- (D) Split the ball into three balls

- (P) Receive an extra Vaus
- (L) Let Vaus shoot lasers
- (B) Break a hole into the next level

By the way, you will get an extra Vaus at 20,000 and 60,000 points, and at every 60,000 points after that.

Game Control Keys

BREAK – Abort game in play

ENTER – Pause game in play

Scoring Table

White	50 points
Orange	60 points
Aqua Blue	70 points
Green	80 points
Red	90 points
Blue	100 points
Pink	110 points
Yellow	120 points
Silver Round Number*	50 points
Hindering Objects	1,000 points
Reinforcements	1,000 points

The game is over when the player runs out of VAUS or when the last round is completed. The last round for the Color Computer 3 is 32. For the Color Computer 1 or Color Computer 2, the last round is 22.

RADIO SHACK
A Division of Tandy Corporation
Fort Worth, Texas 76102

8/89-JL

875-6145

Printed in U.S.A.

Custom Manufactured In U.S.A. for Radio Shack, A Division of Tandy Corporation